

Tour Miami AR

Final Project Presentation

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Big Bus Miami: An Introduction

Slide 1

- Big Bus Tours is one of the largest “hop-on, hop off” sightseeing operations in the globe
- Operates in 20 cities in 11 different countries
- Miami division visits a number of locations, including Little Havana, South Beach, and Coconut Grove
- Company provides maps outlining bus route and points of interest

Big Bus Miami: The Problem

Slide 2

- Maps Difficult to Read
- Provide limited information about points of interest
- Not very engaging



Introduction: Objective, Motivation, Target Users

Slide 3

- Objective: Create a streamlined interactive experience that provides information on points of interest throughout the city
 - Expand Big Bus brand
- Motivation: Current tourist maps are out of date, difficult to read, and provide limited information
 - Tour Miami AR will create a more user friendly experience
- Target Users: tourists, college students

AR Development Factors / Features

Slide 4

- Implements marker-based AR with Big Bus map registered as target
- 4 images featuring locations in Miami:
 - Venetian Pool, Brickell City Center, Fontainebleau / Liv, Wynwood Walls
- Links to further information on each site
- Real life map with locations, allowing user to track location on map while on tour

Design and Logic Path

Slide 5

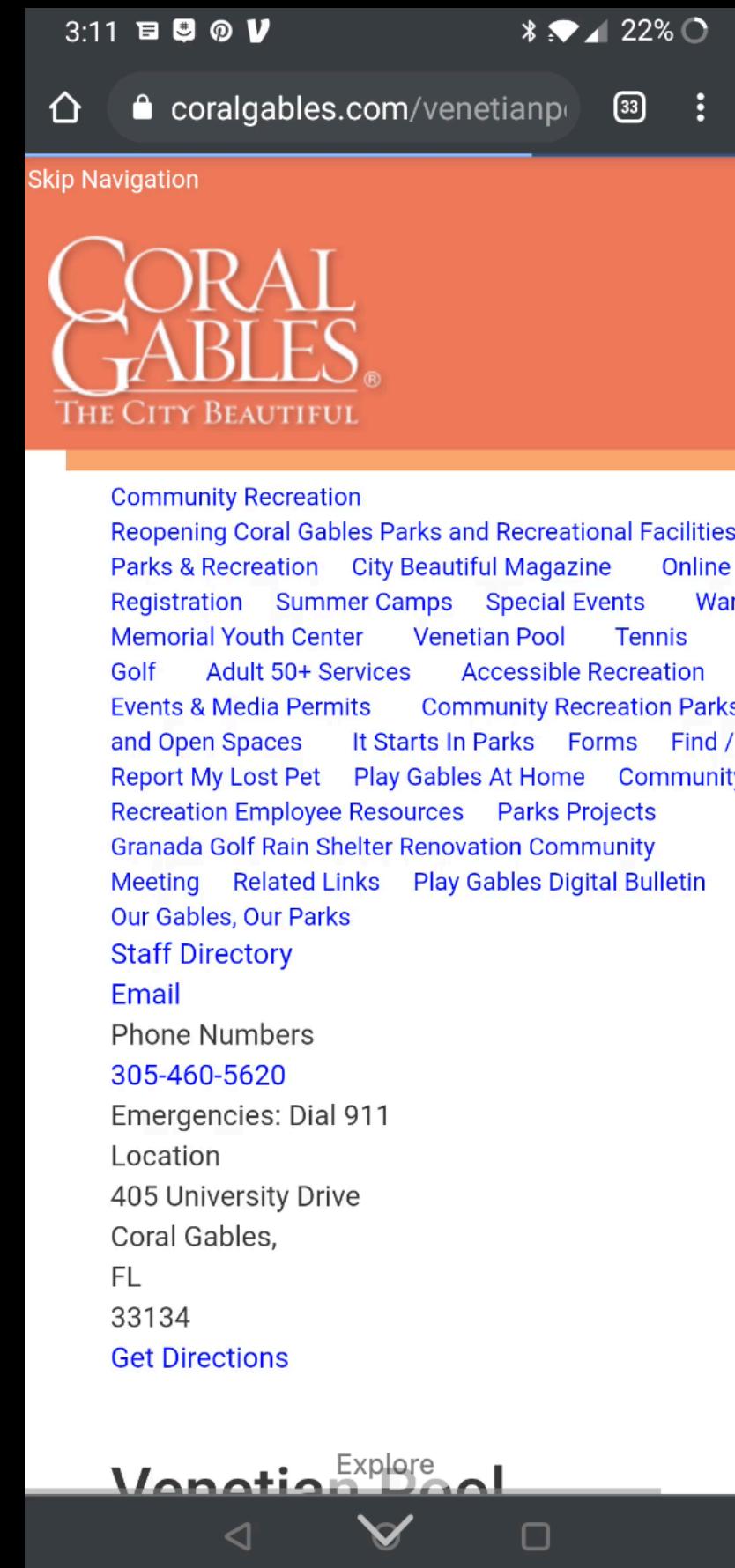
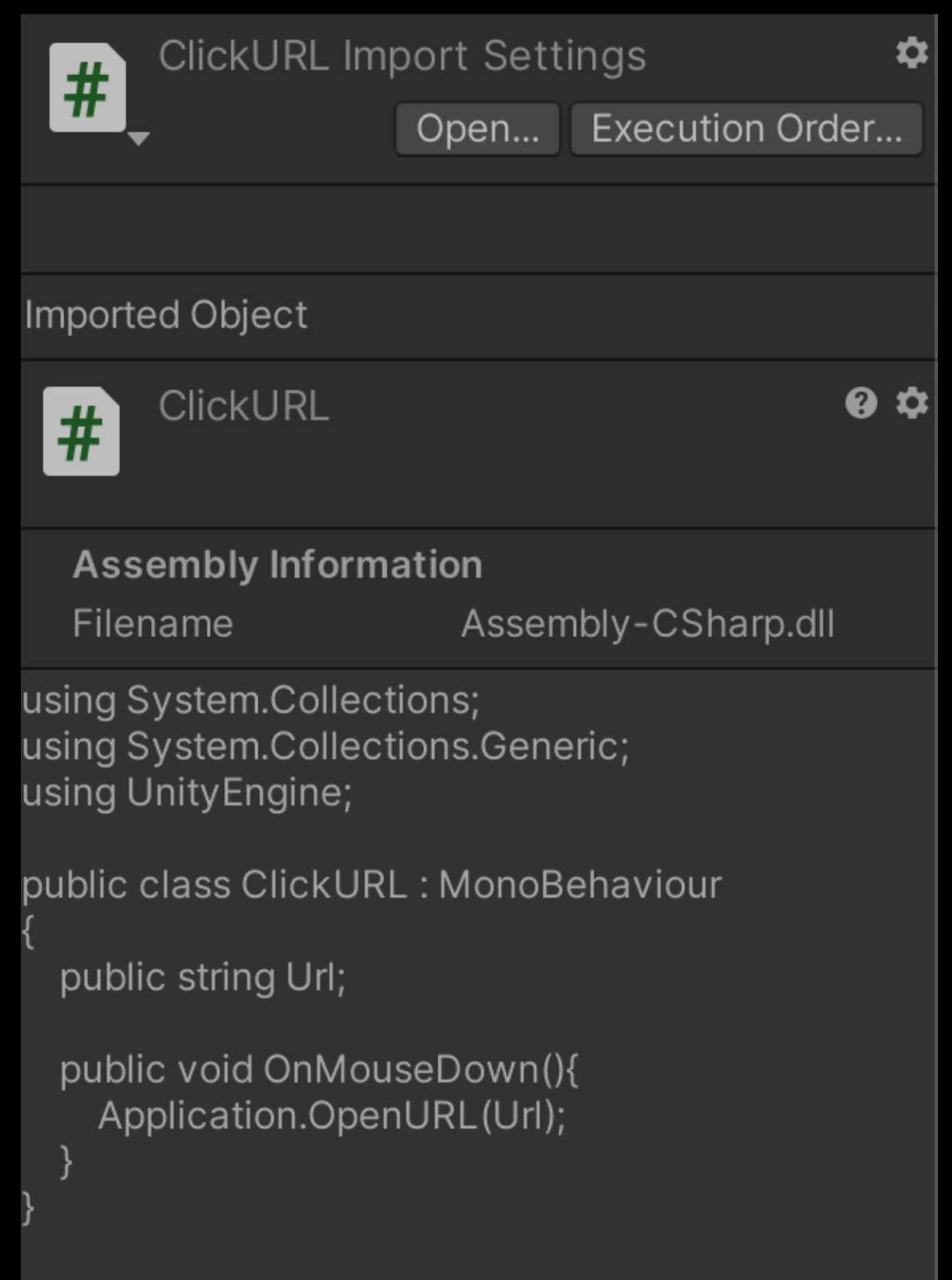
- Colorful heading stands out from background, providing app title as well as simple description on how to use the program
- Image target has 4 child objects for each city



Design and Logic Path

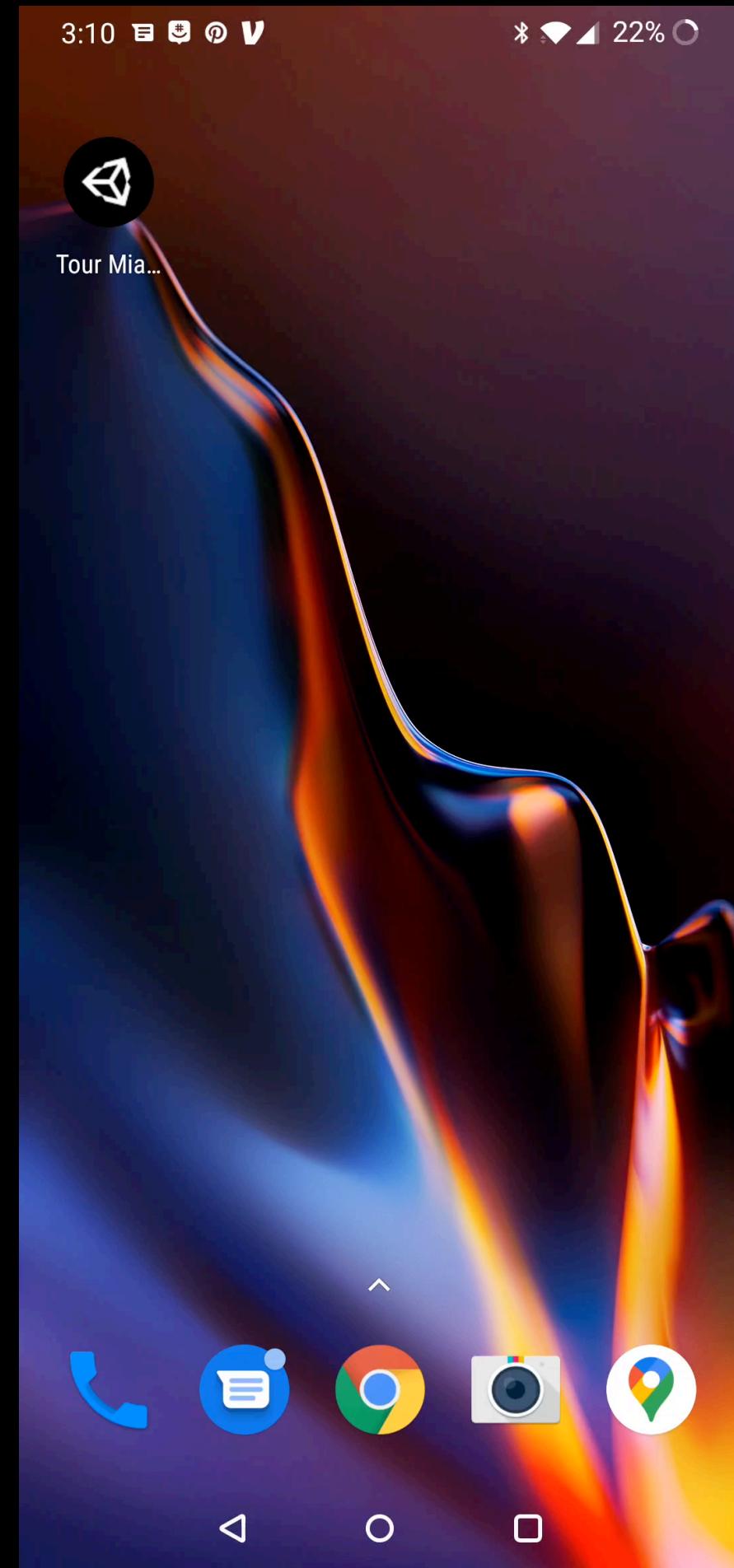
Slide 6

- ClickURL script is used to open links upon selecting child object
- (Discuss Button)



App Demonstration

Slide 7



Evaluation

Slide 8

- Design is effective as it streamlines the map by highlighting a few key places
- Links are a more efficient way to provide copious amounts of information without taking up the entire screen
- Touch-sensitive pictures are very responsive and are large to reduce error upon selection
- Image targets readily available as maps can be found throughout the city

Implementation Issues

Slide 9

- Initially tried to implement gaze interaction
 - Struggled to implement scripts
 - Information would not pop up when centered on screen
- Difficulty formatting top-text for multiple screens